

IN THE CLAIMS:

Marked-up versions of the amended claims have been reproduced below in an appendix A on a separate page. All the pending claims have been reproduced in the appendix for the convenience of the examiner. The amended claims below are "clean," having no underlining or brackets. Please substitute the clean versions of claims 1, 14 and 15.

ad 1. (Amended) In a mechanism, a method of awarding player tracking points to patrons of a gaming establishment, the method comprising:

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- (a) determining automatically that a patron has begun an activity for which at least one of player tracking points and comps are accrued;
 - (b) during said activity, accruing player tracking points for said patron without initiating a player tracking session; and
 - (c) awarding said patron player tracking points accrued during said activity.

sub 14. In a mechanism, a method of awarding loyalty points to patrons of a gaming establishment, the method comprising:

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- (a) determining automatically that a patron has begun an activity for which loyalty points are accrued;
 - (b) during said activity, accruing loyalty points for said patron without initiating a loyalty points session; and
 - (c) awarding said patron loyalty points accrued during said activity wherein the activity is one of a food purchase, an entertainment purchase, a transportation purchase, lodging purchase, merchandise purchase, a service purchase and combinations thereof and wherein the awarded loyalty points are combinable with loyalty points earned from playing a game of chance at the gaming establishment.

15. (Amended) In a mechanism, a method of awarding loyalty points to patrons of a gaming establishment, the method comprising:

- determining automatically that a patron has begun an activity for which loyalty points are accrued;
- accruing loyalty points for said patron during the activity;
- awarding to the patron some or all of the loyalty points accrued during said activity; and